COMIC SHOP NEWS™

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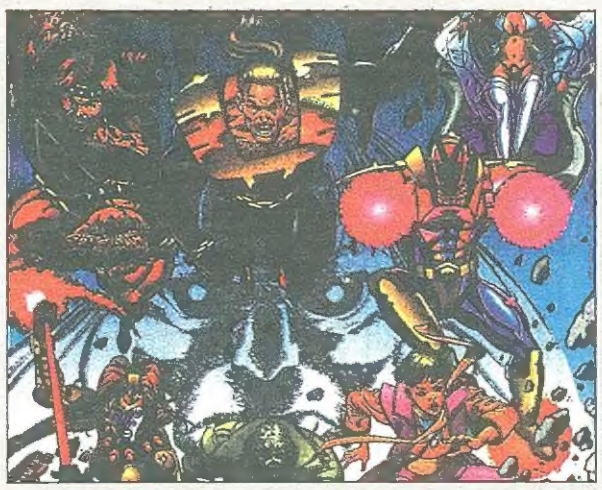
Ultraforce ™& ©1994 Malibu Comics, ARR.

UltraForce Plans Its Own Zero Month

UltraForce, the first all-star team book in Malibu's Ultraverse line, is due out this month, but Malibu has already found a way to keep the excitement level concerning this title high all the way through September: a zero issue explaining how the team became a team in the first place.

UltraForce stars three Ultraverse superstars—Prime, Hardcase, and Prototype. They're joined by a returning member everyone has written off as dead—Ghoul, formerly of the Exiles— and three new characters—Pixx, Topaz (who actually debuted in ***Giant-Size Mantra #1***) and Contrary (who made her first appearance in ***Freex #9***). They'll also confront their powerful adversary, Atalon, who is the leader of a group of hidden Ultras.

But as readers of ***Wizard*** magazine know, the UltraForce have already made an appearance in a special half-sized comic included in ***Wizard #s 35 & 36.*** That comic will be presented in full size for the first time in September as ***UltraForce #0,*** guaranteeing that every UltraForce fan can enjoy the entire saga of this superteam.



UltraForce also involves a couple of other Ultraverse superstars... namely, the guys responsible for the comic. *Gerard Jones,* who has become one of the most popular of the Ultraverse writers, is joined by fan-favorite artist *George Perez,* who is coming to the title after illustrating ***Hulk: Future Imperfect*** and ***Sachs & Violens.*** Since Perez' work on another superteam book—***The Teen Titans/New Titans***—helped establish him as one of the field's top talents, it's no surprise that his return to a superteam title would generate so much interest.

UltraForce #1 is scheduled for mid-August release, while UltraForce #0 will follow in mid-September; each book is priced at $2.50.

by Alex Kirkland

Catwoman: A Star In Stripes

For the better part of five decades now, Batman has struggled to foil Catwoman's criminal schemes. In ***Batman: The Last Angel,*** the situation is reversed, however, when it is Catwoman who must prevent Batman from committing a crime!

If Batman is committing a crime, then there must be a reason—and in this case, the reason is an ancient Aztec bat-god who takes control of the Dark Knight. Batman becomes his avatar, forced to carry out his criminal wishes... unless Catwoman can use her abilities to stop him.

If an Aztec bat-god isn't enough, there's another villain lurking in the wings—and Boss Rupert Thorn also makes an special appearance.

Batman: The Last Angel is a book of firsts. Not only is it the first original graphic novel to star Catwoman, but it also marks the first appearance of a new tabby-striped costume for Batman's feline foe. There's yet another first associated with this graphic novel: it marks the first time that acclaimed best-selling novelist Eric Van Lustbader has delved into comics writing. Lustbader, who is well-known for his novels of suspense and intrigue, is joined by artists Lee Moder and Scott Hanna.

Moder, the penciller of the graphic novel, is certainly capable of depicting the dynamic female figure, having proved his skill on ***Wonder Woman.*** Lustbader wholeheartedly approved the choice of Moder as penciller. "The artwork is very important to me," Lustbader said. "I wasn't going to do th is project with just any artist. I had input in every phase of it."

Batman: The Last Angel, a ninety-six page graphic novel priced at $12.95, is scheduled for September 22nd release.

by Lanny Lathem

The Spectacular Webs of the Amazing Spider-Men

It's been almost twenty years since the first death of the Spider-clone in ***Amazing Spider-Man***—but at the end of "Power and Responsibility," the storyline that reintroduces that clone, Peter Parker has to relive the trauma of causing his clone's death all over again

Or at least that's what he thinks. But we all know better, don't we?

Beginning in September, the Spider-Man books split up into two story arcs. ***Amazing Spider-Man*** (written by J.M. DeMatteis and illustrated by Mark Bagley and Larry Mahlstedt) and ***Spectacular Spider-Man*** (written by Tom DeFalco and illustrated by Sal Buscema) follow the exploits of the original web-slinger as he tries to come to terms with the guilt he feels at causing the death of the clone. But if the clone's dead, then who is it that's starring in ***Web of Spider-Man*** (written by Terry Kavanagh and illustrated by Steven Butler and Randy Emberlin) and ***Spider-Man*** (written by Howard Mackie and illustrated by Tom Lyle and Scott Hanna)?

You got it: the clone didn't die this time, either. Instead, he designs a new costume for himself and sets out to bring Venom the justice. Unlike the old Spider-Man, this new Spidey isn't willing to call a truce; instead, he is convinced that Venom must be taken down and out for once and for all.

The old Spidey doesn't have too much time to brood about his feelings of guilt, though, because he has to deal with the combined threat of Puma and Nocturne... and once he takes care of them, Doctor Octopus is waiting in the wings to challenge the web-slinger again.

And sooner or later, Spider-Man is going to learn that his clone is still alive... but that'll take us up to ***Amazing Spider-Man #400***, where readers will find a dramatic confrontation that'll shake up everything they know about Spider-Man.

But what about ***Spider-Man Unlimited***; which Spider-Man will it feature? The solution is simple and equitable: each issue will feature *two* stories, one starring the original Spider-Man and one starring the Spider-clone.

Of course, there are some rumors that the clone may turn out to be the original Spider-Man and the one we've thought was the original may turn out to be the clone... but no one in the know is willing to confirm that until ***Amazing Spider-Man #400*** hits the stands next February.

by Cliff Biggers

The Wild Unleashed

Anthropomorphic comics are a vital part of the rich heritage of the comics medium—but many readers continue to think of anthropomorphic tales as nothing more than humor or fantasy, despite the plethora of anthropomorphic adventure found in the pages of ***Teenage Mutant Ninja Turtles, Furrlough***, and other series. This fall, Unleashed Comics does their part to help dispel the misconception that anthropomorphic comics are the home of gentle fantasy tales by unleashing (no pun intended) ***The Wild,*** a new adventure series by *Calhoun, Diffey,* and *Witherby*. The Wild stars a group of futuristic mercenaries led by Redhare; in the first issue, they have to destroy an ancient military base before their enemies, the Ducks, seize control of it and use it against them. (Incidentally, while *Mike Witherby* of ***Warriors of Plasm*** is supplying the pencil art for the first issue, *Dave Cockrum* and *Don Heck* will join the creative team beginning with the second issue.) ***The Wild #1,*** a $1.95 comic, is scheduled for September release.

Comic Shop News™
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From Your Friendly Neighborhood Comics Outlet
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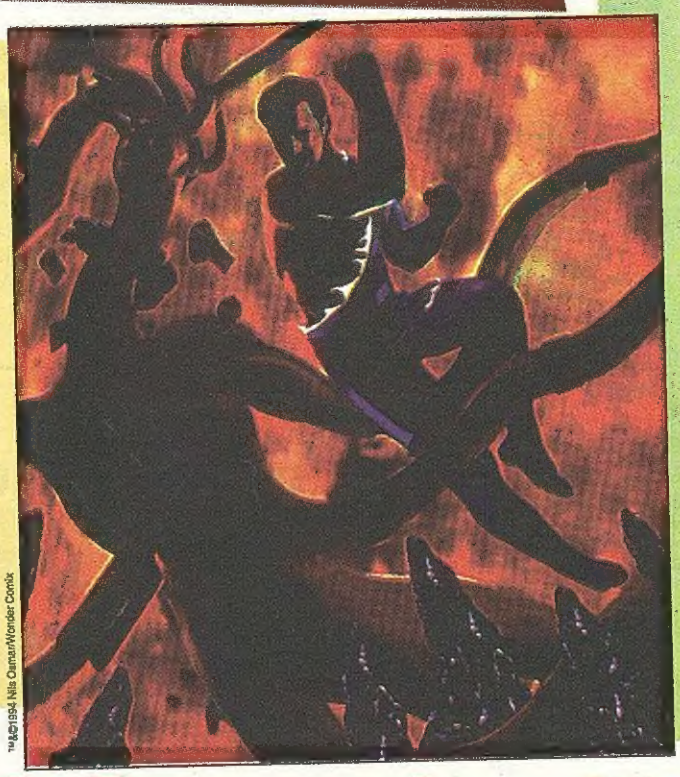
Welcome To the Machine

Computers are wonderful things, aren't they? Not only do they allow us to crunch numbers and put publications like ***Comic Shop News*** together, they also make it possible for artists to render illustrations in amazing photorealistic detail. Some savvy artists have learned to use that photorealism to create some pretty eye-catching comic book work—and Nils Osmar is one of them. His new book, ***Cyber Reality Comix***, is a full-color trip into the amazing realm of computer art; the first issue features three stories, all computer-generated. One story takes two young men inside a virtual reality superhero game they've been hired to debug; another presents a meeting between human and alien; and a third stars a future rock-band who come across a device than can transport them anywhere in the universe. ***Cyber Reality Comics #1,*** a $3.95 book, is scheduled for August release.



Born To Be Wild Ones

Jack Tenrec has enough problems dealing with the dinosaurs of the Xenozoic Age, so he certainly doesn't need a motorcycle gang terrorizing the city. In particular, he doesn't need a motorcycle gang made up entirely of beautiful amazon women, led by Big Red, who has a paticular grudge against Jack Tenrec. That's just what he has to deal with, though, in ***Cadillacs and Dinosaurs: The Wild Ones,*** a three-issue limited series written by *Roy Thomas* and illustrated by *Esteban Maroto*, based on concepts created by *Mark Schultz*. To make the situation worse, Jack's old enemies, the poaching Terhunes, are back... and you know that means trouble. *Steve Stiles*, the backup artist on Schultz's ***Xenozoic Tales,*** handles the art honors for "Heart's Desire," a backup story dealing with a struggle between two women for a beautiful illegal fur pelt. ***Cadillacs & Dinosaurs: The Wild Ones #1,*** a $2.50 comic, is scheduled for September 8th release.

CSNsider

In response to popular demand, DC will release a ***KnightsEnd*** trade paperback in the near future.. Marvel Entertainment continues to expand their dynasty with the addition of Panini, the company known 'round the world for their line of stickers and sticker albums; you may have seen Panini's recent line of ***Batman: The Animated Series Stickers*** in a comic shop near you... Topps has acquired the rights to ***Duckman,*** and will roll out their first ***Duckman*** comic in November... *Rafael Kayanan* is working for Marvel on an updated ***Master of Kung Fu*** that will be retitled ***Master of Martial Arts***... Dig out that old Malibu comic and see how they compare: Fox has announced that they will air a two-hour movie version of the second half of the final episode of ***Alien Nation***; while the last half of the cliffhanger story was never shown as a part of the series, Malibu *did* present readers with a comic book version.... Speaking of Fox, the odds are very good that you'll be able to pick up a comic book version of ***Mantis*** not too long after the television series debuts as a part of Fox's fall line-up; as they say, "negotiations are underway"... Lim Sharpe has been tagged as the next artist on ***Incredible Hulk***... *James O'Barr* is working on a new series to be published by Dark Horse comics—and it's already been optioned for film!... *Howard Chaykin* will continue the ***Power & Glory*** storyline in a series of quarterly one-shots...

Flash Approaches Terminal Velocity

Just as the Barry Allen Flash played a pivotal role in ***Crisis On Infinite Earths,*** so will the Wally West Flash play a pivotal role in ***Zero Hour.*** In the course of that storyline, Wally will, for the first time, achieve the speed of light—and when he does, he becomes aware of a strange force on the Other Side of Light that binds all super-speed heroes. The discovery is one that will forever change Wally.

The first thing that Wally discovers is that his speed is separating him from his humanity. Each time he uses his power, he becomes a bit more inhuman. In spite of his best efforts, he is unable to control the transformation; he is forced to accept the fact that he must begin training Bart Allen, also known as Impulse, to be his replacement. For, you see, Wally West has also seen his own future... and he knows that he will have a second encounter with the Other Side of Light—an encounter that will forever change the Flash.

"Terminal Velocity," a six-part storyline that will have major ramifications on the future of the Flash, begins in ***Flash #95,*** a September 15th release written by Mark Waid and illustrated by Salvadore Larocca and José Marzan Jr.; the story continues through next February's ***Flash #100***.

Marvel Selects the Best for Marvel Select

While Marvel is well known to fans around the world for their standard-format monthly comics, the company has produced a number of impressive deluxe-format projects in the past year or so, including ***Marvels, Daredevil: Man Without Fear,*** and ***Hulk: Future Imperfect.*** Each of these series has offered higher-quality printing, better reproduction, computer or painted coloring—in short, all the bells and whistles that make a comic project something special. But until now, Marvel's had no special way of identifying those books, no label that indicated the sort of quality that fans could expect from a title of this sort.

Until now, that is. Beginning in October, there's **Marvel Select.** Titles bearing the **Marvel Select** imprint will feature cardstock covers, glossy stock, and high-end computer color separations. Each of the books will feature the highest production values possible—and each is going to feature an impressive array of talent deserving of the format. The first three titles in the **Marvel Select** imprint are ***Bishop*** by *John Ostrander, Carlos Pacheco,* and *Cam Smith*; ***Prince Valiant*** by *Charles Vess* and *John Ridgeway;* and ***Tales to Astonish*** by *Peter David* and *John Estes* (which will go one step further than the standard **Marvel Select** book by offering an acetate overcover *a la* ***Marvels***). These books will be the first of many titles in this format; look for more info on **Marvel Select** titles in upcoming issues of ***CSN!***

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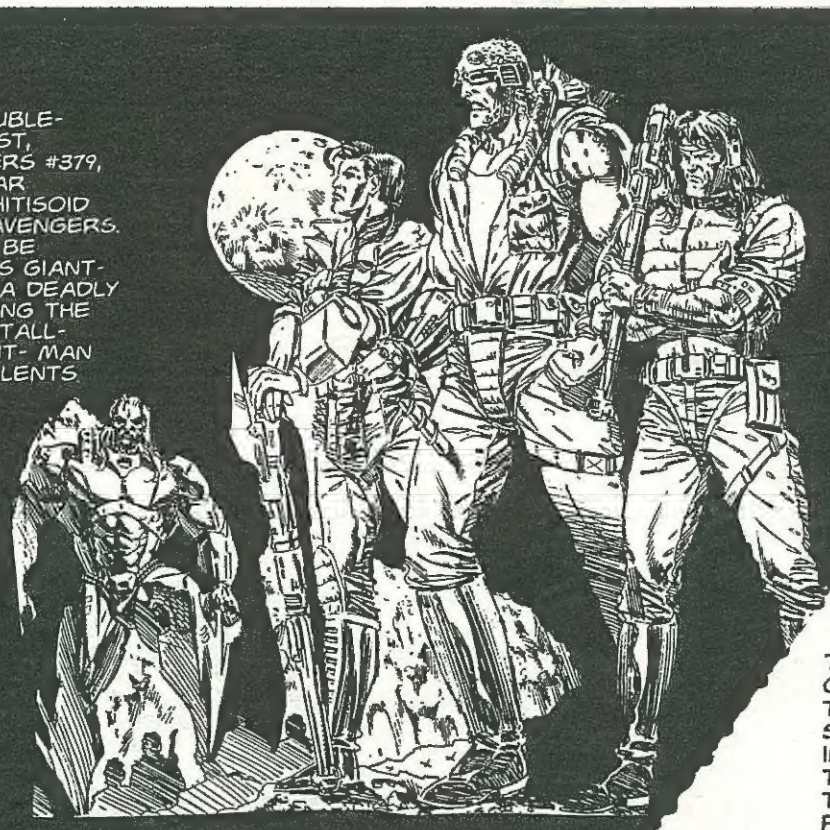

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AUGUST HOT PICKS!

by cliff biggers

Boy, August is a real zero month—and that's a good thing, not a bad thing. If you scan our Hot Picks, you'll see lotsa zeroes showing up: ***DC's Zero Hour: Crisis In Time*** is wrapping up, which means that ***Zero Month*** is kicking in... and there are some pretty big events occurring in some of these zero books. Meanwhile, Marvel's lead-in to ***Generation X*** is pushing that summer heat a little higher, while Dark Horse, Defiant, and Valiant are doing their own part to make this month a scorcher. And then there are those other companies holding a flame to the hot-books thermometer..

BATMAN 0

(DC, $1.50)

BATMAN: SHADOW OF THE BAT 0

(DC, $1.95)

Big changes are in store for Batman. Wait a minute... didn't we just say this about the *last* major Batman storyline? Well, *yes*—but in this case, Bruce Wayne faces some pretty major decisions concerning his career and his future as Batman in the aftermath of ***Zero Hour.*** What's going to happen? Well, don't be surprised if Bruce doesn't begin preparation for a time in which he no longer wears the old cape and cowl!... Fans who thought that everything was back to the status quo after **KnightsEnd** will be thrilled to see that the Bat-team has some more surprises and plot-twists in store for all of us.

CABLE 16

(Marvel, $3.50)

The Phalanx Covenant, the hottest Marvel storyline of the summer, continues here in the two-part "Final Sanctions," which began in Wolverine last month. Each of these three sub-story-arcs leads in to the Marvel fall mega-debut of ***Generation X***, and fans are already praising the **Phalanx Covenant** stories as one of the best-crafted mutant tales in years—and that sort of word of mouth is only going to increase excitement for this storyline.

CLANDESTINE 1

(Marvel, $2.95)

This Alan Davis series, originally announced by Marvel UK in late '93, has found a new home under the Marvel imprint this summer—but it's still the same mix of humor and adventure that Alan Davis fans enjoyed during his stint on ***Excalibur.*** ***ClanDestine*** involves a family in which each member possesses his or her own unique powers—but for the most part, they've tried to keep their superheroic abilities secret. Now that someone is trying to kill the family, though, they decide to pull together as ClanDestine for their own safety. Two years ago, comic shops would have ordered big stacks of this one; in today's more conser vative atmosphere, though, this may well be one of the more underordered Hot Picks on this month's list.

EXCALIBUR 82

(Marvel, $3.50)

Life Signs Part Three wraps up one of the trio of sub-story-arcs that are collectively known as **The Phalanx Covenant.** Marvel's touting ***Excalibur #82*** as "the turning point in their fight against the Phalanx," which guarantees that lots of X-Men fans are going to want a copy of this book as well—and when you consider the fact that ***Excalibur*** sells only about half as many copies as ***X-Men,*** that means that there's going to be a real rush on this book. Don't be left out!

FRAZETTA: ILLUSTRATIONS ARCANUM

(Verotik, $29.95)

Here, at long last, is a hefty collection of Frank Frazetta artwork, most of which of which has never before been seen by the illustrator's many fans. Since ***The Art of Frank Frazetta*** went out of print in the 80's, there's been a huge demand for his art... a demand that couldn't be satisfied until now. Pretty much *anyone* who's an art fan is going to want a copy of this one!

GEN 13 0

(Image, $1.95)

Even after four wildly successful issues, people are still underestimating the appeal of this super-team book. The first four issues of ***Gen 13*** disappeared from the shelves within days of arrival, and the rapid sell-out of the second printing of ***Gen 13 #1*** proved that there's still a tremendous unsatisfied demand for this book. ***Gen 13 #0*** is going to be just as popular as every other issue of this series, and may be even moreso, because it offers a hitherto-unrevealed look at the origins of this team. Don't expect to get a second shot at this one; when you see it, grab it.

GREEN LANTERN 0

(DC, $1.50)

Hal Jordan takes on Kyle Rayner in a no-holds-barred match for control of the power ring: what more can any Green Lantern fan ask for? This is one zero issue that would have been near the top of the hot picks list even without the benefit of Zero Month, but when you add in the inevitable interest boost that'll come from that zero, you get what's sure to be one of the most successful zero issues in the DC line. People will be talking about this one for sure!

LONE RANGER 1

(Topps, $2.50)

A year ago, no one would have believed that ***The Lone Ranger*** could make it on any Hot Picks list... but that was before Topps enlisted the help of two top talents who have already proven that they can make Westerns a hot commodity again. Joe R. Lansdale and Tim Truman revamp ***The Lone Ranger*** in the same way that they revamped ***Jonah Hex*** for Vertigo; the result is an irreverent series with the sort of attitude that fans love. This isn't pure Western, either; there's a bit of horror and a lot of weirdness mixed into this tale, so it's just as likely to appeal to ***Jonah Hex*** and ***Brisco County, Jr.*** fans as to ***Lone Ranger*** stalwarts.

THE MASK: THE MOVIE 1

(Dark Horse, $2.50)

THE MASK: THE MOVIE 2

(Dark Horse, $2.50)

Can Jim Carrey do it again? You betcha! Judging from the overwhelmingly positive initial response that the film is already garnering, ***The Mask*** is going to be one of the summer's big winners—and Dark Horse's two issue movie adaptation is sure to benefit from that! Of course, Dark Horse's other ***Mask*** trade paperbacks and miniseries will benefit as well, but this is one movie adaptation that has the potential to outdo the film in its over-the-top attitude.

PRIMAL FORCE 0

(DC, $1.95)

Primal Force is likely to be most underestimated of all ***Zero Hour*** spinoff series, simply because it's the toughest book to "sell" with a one-line description. Suffice to say that when fans see what Steven Seagle, Ken Hooper and Barb Kaalberg are doing with this series, they're going to want to give it a try. Insiders peg ***Primal Force*** as the DC superhero title that could almost be a Vertigo book, and that's a fair description; that's sure to be good news to those fans who are looking for something different in terms of superhero adventure.

PUNISHER/BATMAN: DEADLY KNIGHTS

(Marvel/DC, $4.95)

The first ***Batman/Punisher*** title was a scorcher that kicked off the summer, so it's only appropriate that the second crossover tale should be one of the hot books that brings the summer season to a close. ***Deadly Knights*** unites Chuck Dixon (who has oodles of experience scribing both heroes' exploits) and John Romita Jr. (who has never before illustrated the Dark Knight, making this a unique event for his many fans), who get to bring together the Punisher and the real Batman. As hot as ***Batman/Punisher: Lake of Fire*** was, ***Deadly Knights*** is bound to be even hotter.

SHI 3

(Crusade, $2.50)

The first issue of ***Shi*** disappeared from the shelves almost immediately, and the second issue was just as eagerly received by comic fans across the country. There's a lot of speculation out there that ***Shi*** is going to be this year's hot new independent—and judging from its performance so far, that's a pretty safe bet. The addition of full color to the book can only enhance its appeal.

STAR WARS: TALES OF THE JEDI —THE FREEDON NADD UPRISING 1

(Dark Horse, $2.50)

The ***Star Wars: Droids*** series may not have sizzled quite as much as the past few ***Star Wars*** series from Dark Horse, but ***Tales of the Jedi—the Freedon Nadd Uprising*** will make up for it. This is sure to be almost as hot as ***Dark Empires,*** since it depicts the same sort of epic struggle that's likely to be at

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CSN HOT PICKS

the core of the next ***Star Wars*** film trilogy. You can't get any hotter than this without bringing back Luke, Leia, and Han!

STARMAN 0

(DC, $1.95)

James Robinson has proven himself as one of the field's best storytellers with his work on ***Golden Age*** and ***Firearm***; now, in the aftermath of ***Zero Hour,*** his long-awaited ongoing DC superhero series is rolling out—and boy, does it kick off with a blast! Before the zero issue is over, the new Starman is dead, and its up to the prodigal son to take over the Starman mantle, whether he wants to or not. ***Starman*** is a superhero title sure to appeal to those fans who demand strong plotting and well-crafted characterization in their superhero adventure.

SCHISM 3

(Defiant, $3.25)

SCHISM 4

(Defiant, $3.25)

The last half of Defiant's first megacrossover is a major event in the Defiant Universe; it'll fill in some holes and explain some things that readers have wondered about since Defiant's debut.

Jim Shooter really brought Valiant into its own with the Unity storyline, and it's likely he'll do the same thing with Defiant with this four-issue story arc. Since so many comic shops are ordering very conservatively right now, it's likely that these books will be very hard to find within a few days of release, so don't pass 'em by!

TIME-WALKER 1

(Valiant, $2.50)

Thousands of Valiant fans who were disappointed when ***Timewalker***'s rollout was delayed last winter will be thrilled to hear that, at long last, the series is ready for release. ***Timewalker*** is sure to benefit from the interest generated by the **Chaos Effect** storyline—but the biggest plus this series has is an intriguing storyline and one of the most appealing characters in the Valiant Universe.

ULTRAFORCE 1

(Malibu, $2.50)

To kick off the Ultraverse's second year, Malibu is unveiling the premier all-star superteam, ***UltraForce.*** Gerard Jones, one of the most prolific Ultraverse writers, joins forces with George Perez, the acclaimed artist whose artistic panache made ***The Teen Titans*** a major superteam hit in the 1980's, to produce a book that should appeal to every Ultraverse reader... and to a lot of fans who haven't sampled the Ultraverse yet, but will begin with this book.

OVERLOOKED

The minute I finished the xerox of the first issue of Terry Moore's ***Strangers In Paradise***, I knew that this series was a real find. The offbeat chemistry between Francine, Freddy, and Katchoo makes ***SiP*** a delightful read—but all too many of you wrote to tell us that you weren't able to enjoy the entire series because this comic book was so underordered across the country. Well, fret no more: this budget priced volume collects the entire three-issue limited series in one engrossing package—and you can enjoy it all before the new ***Strangers In Paradise*** series kicks off this fall. If you've been looking for a comic that combines believable characterization with wry, insightful commentary on relationships, look no further!

(Antarctic, $6.95)

SIZZLER!

UNCANNY X-MEN 317

(Marvel, $2.95)

X-MEN 37

(Marvel, $2.95)

The final two parts of Generation Next, the third sub-story arc in the Phalanx Covenant series, ties in most directly to the upcoming Generation X series, so you know that every mutant fan is going to want copies of both of these books. The mutants who will comprise this new team join together in this story arc, so it's almost like a multi-part zero issue! X-fans have already had loads of praise for the Generation Next storyline in particular, which can only increase already-high demand.

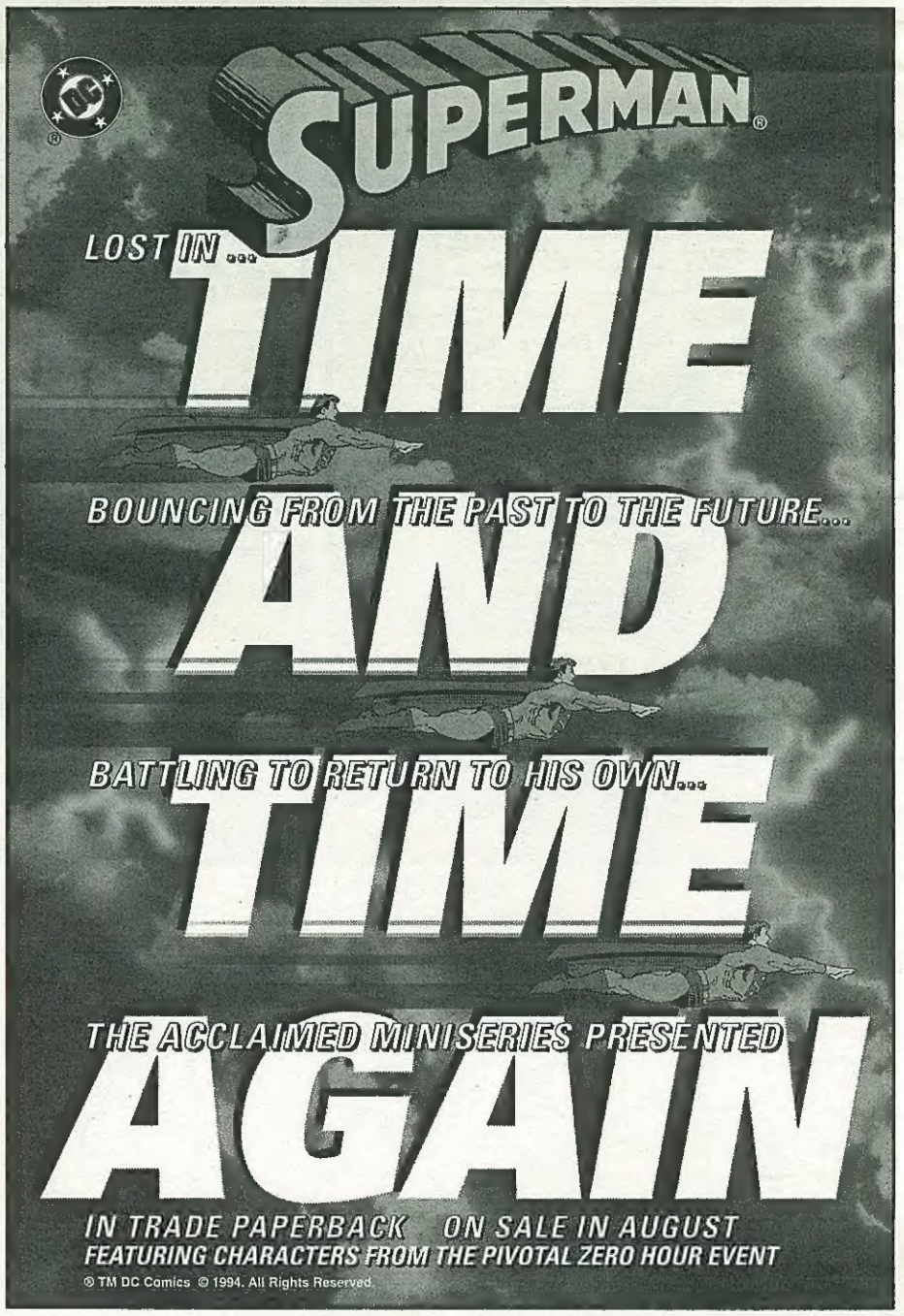
ZERO HOUR: CRISIS IN TIME 1

(DC, $1.50)

ZERO HOUR: CRISIS IN TIME 0

(DC, $1.50)

The final issues of ***Zero Hour*** will change the DC Universe forever—and what fan can resist that sort of storyline. Judging from the initial response to the first couple of weeks' Zero Hour stories, this series is the biggest event of the summer, appealing to long-time DC fans as well as readers who are sampling DC's books for the first time. Unlike a lot of series that peter out in the final issues, ***Zero Hour*** has a high-impact climax that's not going to disappoint readers looking for something big from this much-publicized storyline.


SUPERMAN
LOST IN... TIME
BOUNCING FROM THE PAST TO THE FUTURE...
AND
BATTLING TO RETURN TO HIS OWN...
TIME
THE ACCLAIMED MINISERIES PRESENTED
AGAIN
IN TRADE PAPERBACK ON SALE IN AUGUST
FEATURING CHARACTERS FROM THE PIVOTAL ZERO HOUR EVENT
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IN THE CARDS

Best of Olivia All-Chromium Cards *(Comic Images, $2.50/pack)* - Ninety chromium cards and six iridescent pearlized omnichrome cards present the best from the first three ***Olivia*** card series, as well as a few new card images.

Classic Science Fiction Art Trading Cards *(21st Century, $1.50/pack)* - Featuring fifty covers from the glory days of ***Astounding Science Fiction Magazine***, the pulp that eventually became ***Analog.***

Don Maitz Fantasy Art Trading Cards *(FPG, $1.75/pack)* - 90 borderless cards depict some of the best works by the award-winning sf/fantasy artist.

Evil Ernie Premium Chromium Set *(Chaos, $64.95)* - Limited-edition chromium card set featuring Evil Ernie art by Steven Hughes and others.

James Bond Series III Trading Cards *(Eclipse, $1.50/pack)* - More trading cards taken from the early James Bond films.

Marvel Universe Series IV Trading Cards *(Fleer, $2.50/pack)* - The first ***Marvel Universe*** series from Fleer features 200 all-original images depicting the heroes and villains of the Marvel Universe.

Mortal Kombat II Trading Cards *(Classic, $1.75/pack)* - A new series featuring the characters from the Mortal Kombat II arcade game; selected cards also feature tips and strategy for mastering the game.

Ron Miller's Firebrands Trading Cards *(Comic Images, $1.25/pack)* - 90 cards depicting sensuous women of science fiction and fantasy as illustrated by Ron Miller.

SkyBox Master Series Ultraverse Edition Trading Cards *(SkyBox, $2.50/pack)* - Award-winning artist Dave Dorman supplies the paintings for this ninety-card series featuring the heroes and villains of the Ultraverse.

Simpsons Series I Trading Cards *(SkyBox, $2.50/pack)* - The Simpsons are back in a new ninety-card series that also includes "Master Series" cards depicting the Simpsons as interpreted by four popular artists.

Tim White Fantasy Art Trading Cards *(FPG, $1.75/pack)* - 90 cards featuring Tim White's photo-realistic fantasy and science fiction artwork.

SECOND CHANCE

Blood Brothers TPB *(Image, $12.95)* - The prelude to Image's ***Extreme Prejudice*** includes stories that originally appeared in ***Bloodstrike*** and ***Brigade.***

Desert Peach: Belief Systems *(Æon, $12.95)* - The fourth collection of Donna Barr's saga of the Desert Fox's brother, the Desert Peach.

Jonah Hex: Two-Gun Mojo *(Vertigo/DC, $12.95)* - One of the hottest miniseries of '93 joins the Vertigo trade paperback line-up; Lansdale and Truman prove there's still some life in the West... even among the dead!

Marvel Limited: Man Without Fear HC *(Marvel, $119.95)* - Superdeluxe limited hardcover reprint of the Miller-Romita Jr. miniseries.

Prime Collection: Prime Time TPB *(Malibu, $9.95)* - Reprints the first four issues of ***Prime,*** complemented by lots of behind-the-scenes info.

Spider-Man: Maximum Carnage TPB *(Marvel, $24.95)* - 336 pages of non-stop action pitting Spider-Man and a few of his friends against Venom, Carnage, Shriek, Demogoblin, Carrion, and the Doppelganger.

Star Trek: Tests of Courage TPB *(DC, $17.95)* - Reprinting "The Tabukan Syndrame" from ***Star Trek #s 35-40,*** featuring Suluat the helm of the USS Excelsior.

Superman: Time & Again TPB *(DC, $7.50)* - Some of the best Superman time travel stories are collected together; a great complement to ***Zero Hour: Crisis In Time.***

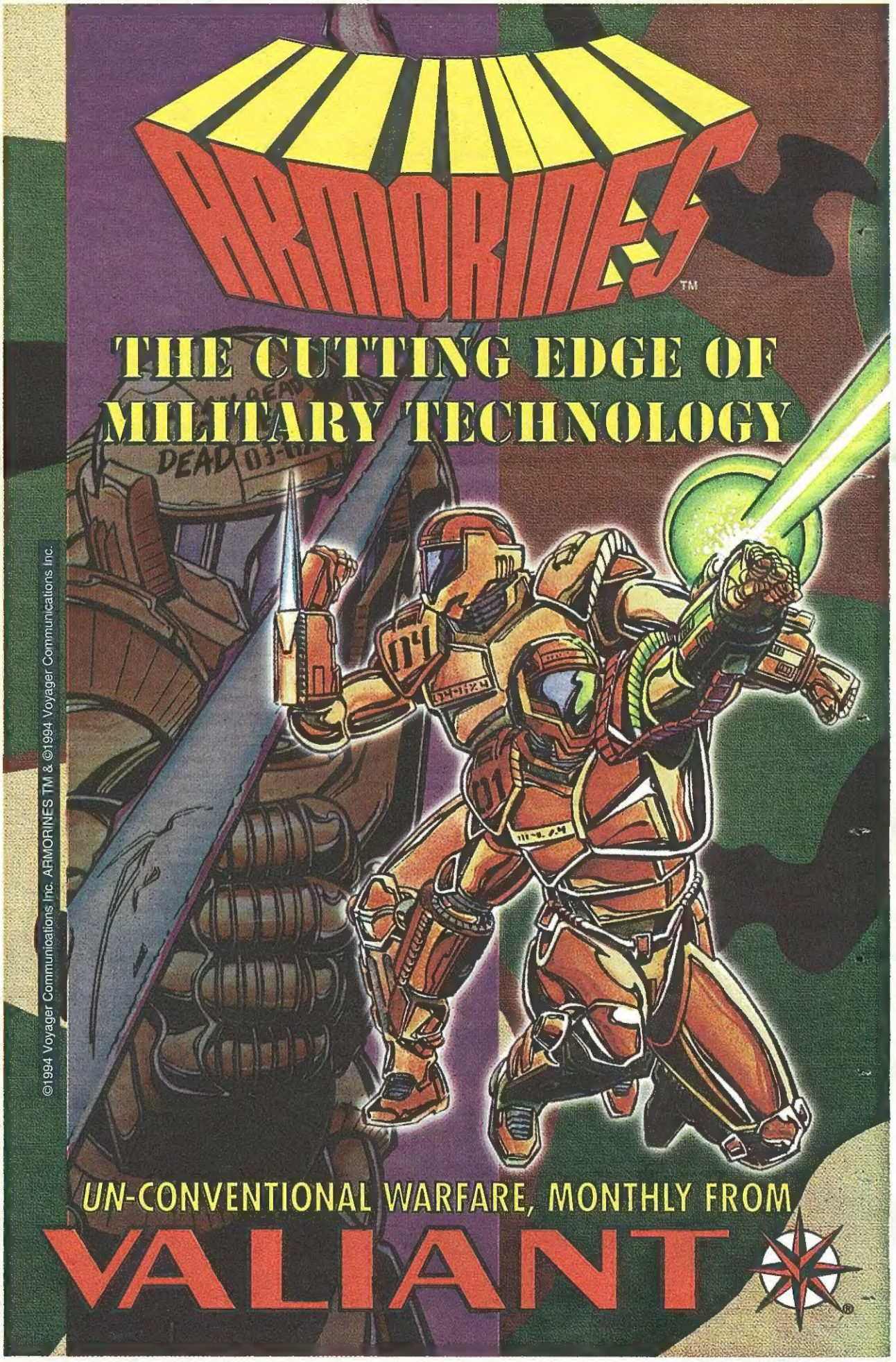
Tarzan In Color Volume 8 *(NBM, $35/$60)* - Deluxe reprint of Burne Hogarth Tarzan pages; also available in signed limited edition.

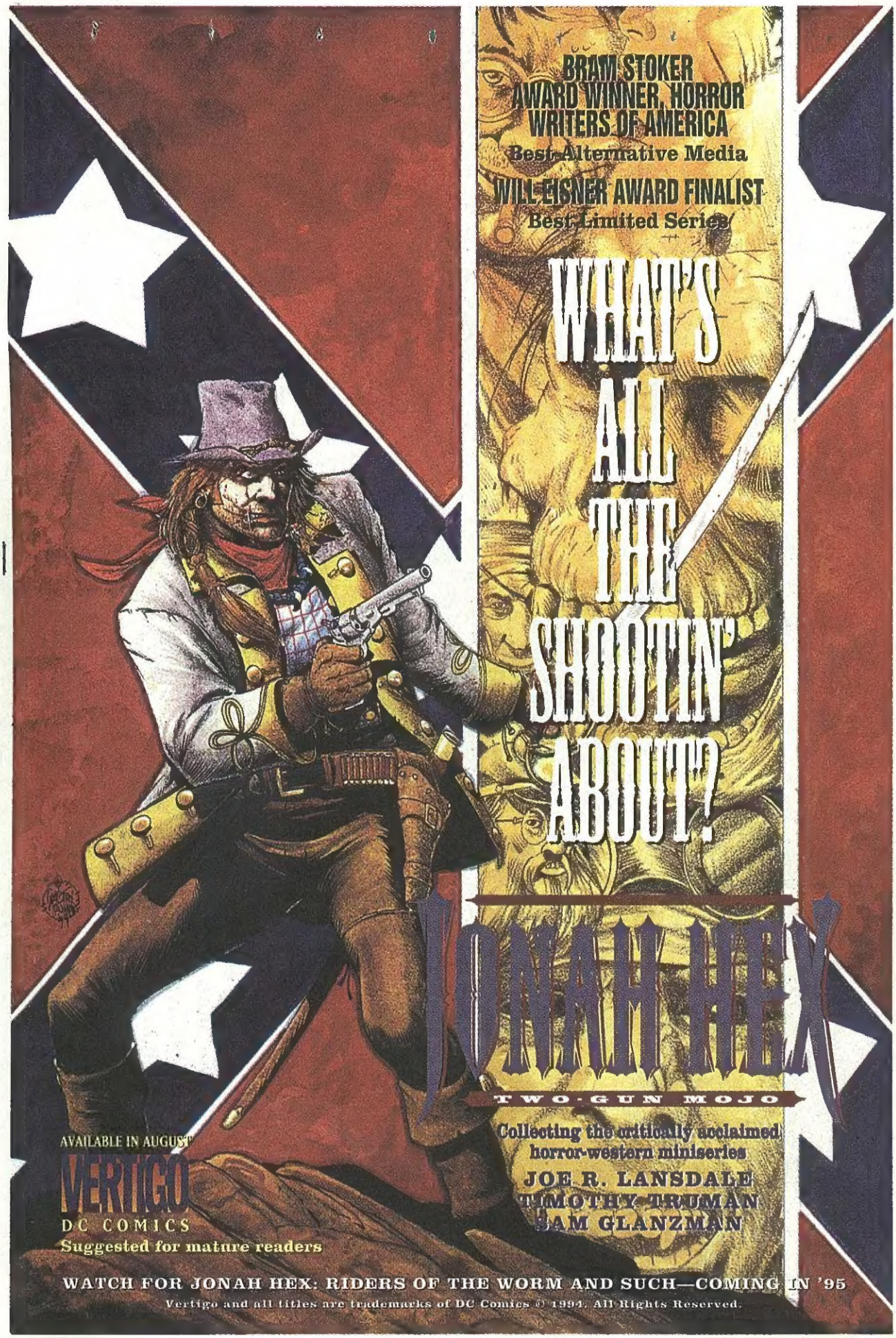
Unity Volume IV TPB *(Valiant, $9.95)* - The final volume in the Unity storyline.

Wildstar: Sky Zero TPB *(Image, $12.95)* - Al Gordon and Jerry Ordway's fast-paced time travel series is collected in a single affordable volume; if you like what Ordway's doing with Dan Jurgens on ***Zero Hour,*** take a look at this!

Youngblood Strikefile TPB *(Image, $12.95)* - The first three issues of ***Youngblood Strikefile,*** complemented with all-new pages of art and story by Rob Liefeld and Jae Lee.

Game fans, find out all the latest about *Magic The Gathering* and all your favorite games and accessories in *Game Shop News. GSN* is published by *CSN* and is available at fine shops everywhere. Issue #31 available next week, reserve yours today!





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